What is claimed is:

1.   A game machine, comprising:

first original music output means for outputting at least
5 a main part of first original music containing the main part
and a post-amble subsequent thereto;

second original music output means for outputting at least
a main part of second original music containing a preamble and
the main part subsequent thereto;
10   connection   music   output   means   for   outputting
predetermined connection music; and

timing control means for controlling the second original
music output means and the connection music output means such
that main part end timing of the first original music coincides
15 with start timing of the connection music, and that main part
start timing of the   second original music coincides with output
end timing of the connection music.

2.   A game machine according to claim 1, further comprising:
20   volume control means for controlling an output volume of
the post-amble of the first original music.

3.   A game machine according to claim 1 or claim 2, further
comprising:
25   volume control means for controlling an output volume of
the preamble of the second original music.

4.   A game machine according to any one of claims 1 through
3, wherein
30   a tempo of the connection music is determined based on
a tempo of the main part of the first original music.

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5. ~~Or Claim 1~~ A game machine according to ~~any one of~~ claims 1 ~~through 3,~~ wherein

a tempo of the connection music is determined based on a tempo of the main part of the second original music.

6. ~~Or Claims~~ A game machine according to ~~any one of~~ claims 1 ~~through 3,~~ further comprising:

connection music tempo control means for controlling a tempo of the connection music so as to gradually vary from a tempo based on a tempo of the main part of the first original music to a tempo based on a tempo of the main part of the second original music.

7. A game machine, comprising:

original music storage means for storing audio data concerning at least a main part of original music containing the main part and a post-amble subsequent thereto;

connection music storage means for storing audio data concerning predetermined connection music;

original music output means for outputting the main part of the original music based on the audio data concerning the main part;

connection music output means for outputting the connection music based on the audio data concerning the predetermined connection music during a period when at least the post-amble of the original music must be output after completion of outputting the main part.

8. A game machine, comprising:

original music storage means for storing audio data concerning at least a main part of original music containing a preamble and a main part subsequent thereto;

connection music storage means for storing audio data concerning predetermined connection music;

original music output means for outputting the main part of the original music based on the audio data concerning the
5 main part;

connection music output means for outputting the connection music based on the audio data concerning the predetermined connection music during a period when at least the preamble of the original music must be output before start
10 of outputting the main part.

9. A game machine according to claim 7 or claim 8, wherein a tempo of the connection music is determined based on a tempo of the main part of the original music.

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10. A game machine, comprising

original music storage means for storing audio data concerning original music containing a main part and a post-amble subsequent thereto;
20 original music end timing storage means for storing main part end timing data indicative of main part end timing of the original music;

connection music storage means for storing audio data concerning predetermined connection music;
25 original music reproduction means for outputting the original music based on the audio data concerning the original music;

main part end timing monitoring means for monitoring main part end timing based on the main part end timing data while
30 outputting the original music;

connection music output means for beginning outputting the connection music upon arrival of the main part end timing;

and

original music volume control means for reducing an output
volume of the original music upon arrival of the main part end
timing.

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11.   A game machine, comprising:

original music storage means for storing audio data
concerning original music containing a preamble and a main part
subsequent thereto;

10   main part start timing storage means for storing main part
start timing data indicative of main part start timing of the
original music;

. connection music storage means for storing audio data
concerning predetermined connection music;

15   original music reproduction start timing storage means
for storing original music reproduction start timing data
indicative of original music reproduction start timing during
a period when the connection music is output;

connection music output means for outputting the
20 connection music based on the audio data concerning the
connection music;

original music reproduction start timing monitoring means
for monitoring original music reproduction start timing based
on the original music reproduction start timing data during a
25 period when the connection music is output;

original music reproduction means for beginning
reproduction of the original music while suppressing an output
volume for the original music, upon arrival of original music
reproduction start timing;

30   main part start timing monitoring means for monitoring
main part start timing based on the main part start timing data
after reproduction of the original music was started; and

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original music volume control means for increasing an output volume for the original music upon arrival of the main part start timing.

5 12. A game machine according to claim 11, wherein the original music reproduction means begins reproduction of the original music while maintaining the output volume at zero.

10 13. A game music output method, comprising:
an original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto; and
a connection music output step of outputting predetermined
15 connection music during a period when the post-amble of the original music must be output.

14. A game music output method, comprising:
an original music output step of outputting at least a
20 main part of second original music containing a preamble and the main part subsequent thereto; and
a connection music output step of outputting predetermined connection music during a period when the preamble of the original music must be output.
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15. A game music output method, comprising:
a first original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto;
30 a second original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

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a connection music output step of outputting predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

16.   An information storage medium storing a program for causing a computer to execute

an original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the post-amble of the original music must be output.

17.   An information storage medium storing a program for causing a computer to execute

an original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the preamble of the original music must be output.

18.   An information storage medium storing a program for causing a computer to execute

a first original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined

connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

5   19.   A game program distribution device for distributing a program for causing a computer to execute

a first original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto;

10   a second original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period between main part end timing

15   of the first original music and main part start timing of the second original music.

20.   A game program distribution method for distributing a program for having a computer to execute

20   .   a first original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output step of outputting at least a main part of second original music containing a preamble and

25   the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

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21.   A game machine having a controller operated by a player in accordance with game music, comprising:

original music output means for outputting, as a part of the game music, at least a main part of original music containing a preamble, the main part, and a post-amble in this order;

connection music output means for outputting

5   predetermined connection music;

original music determination means for determining next original music to output;

timing control means for controlling the original music output means and the connection music output means such that

10 the connection music is output during a period between main part end timing of original music currently output and main part start timing of the next original music to output.

22.   A game machine of which controller is operated by a player

15 in accordance with game music, comprising:

input means for setting a play condition including a number of players and difficulty;

play condition storage means for storing the play condition set; and

20   game advancing means for advancing a game according to the play condition stored during successive reproduction of the game music based on a plurality of pieces of original music,

wherein,

the game advancing means includes

25   original music output means for outputting, as a part of the game music, at least a main part of original music containing a preamble, the main part, and a post-amble in this order;

connection music output means for outputting

30 predetermined connection music;

original music determination means for determining next original music to output; and

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timing control means for controlling the original music output means and the connection music output means such that the connection music is output during a period between main part end timing of the original music currently output and main

5   part start timing of the next original music to output.

23.   A game machine according to claim 22, wherein the game advancing means further comprises timing guidance image display means for displaying timing guidance image in

10   conformity with the play condition stored in the play condition storage means, for guiding timing at which the player is to operate the controller in accordance with the game music.

24.   A game machine according to claim 22 or claim 23, wherein

15   the original music determination means determines original music to output based on a random number.

25.   A game machine, comprising:
          a first original music output unit which outputs at least

20   a main part of first original music containing the main part and a post-amble subsequent thereto;
          a second original music output unit which outputs at least a main part of second original music containing a preamble and the main part subsequent thereto;

25   a connection music output unit which outputs predetermined connection music; and
          a timing controller which controls the second original music output unit and the connection music output unit such that main part end timing of the first original music coincides with

30   start timing of the connection music, and that main part start timing of the   second original music coincides with output end timing of the connection music.

26.   A game machine, comprising:

original music storage for storing audio data concerning at least a main part of original music containing the main part and a post-amble subsequent thereto;

5   connection music storage for storing audio data concerning predetermined connection music;

an original music output unit which outputs the main part of the original music based on the audio data concerning the

10   main part; and

a connection music output unit which outputs the connection music based on the audio data concerning the predetermined connection music during a period when at least the post-amble of the original music must be output after completion of

15   outputting the main part.

27.   A game machine, comprising:

original music storage for storing audio data concerning at least a main part of original music containing a preamble

20   and a main part subsequent thereto;

connection music storage for storing audio data concerning predetermined connection music;

an original music output unit which outputs the main part of the original music based on the audio data concerning the

25   main part; and

a connection music output unit which outputs the connection music based on the audio data concerning the predetermined connection music during a period when at least the preamble of the original music must be output before start of outputting

30   the main part.

28.   A game machine, comprising

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original music storage for storing audio data concerning original music containing a main part and a post-amble subsequent thereto;

original music end timing storage for storing main part

5   end timing data indicative of main part end timing of the original music;

connection music storage for storing audio data concerning predetermined connection music;

an original music reproduction unit which outputs the

10   original music based on the audio data concerning the original music;

a main part end timing monitor for monitoring main part end timing based on the main part end timing data while outputting the original music;

15   a connection music output unit which begins outputting the connection music upon arrival of the main part end timing; and

an original music volume controller for reducing an output volume of the original music upon arrival of the main part end

20   timing.

29.   A game machine, comprising:

original music storage for storing audio data concerning original music containing a preamble and a main part subsequent

25   thereto;

main part start timing storage for storing main part start timing data indicative of main part start timing of the original music;

connection music storage for storing audio data concerning

30   predetermined connection music;

original music reproduction start timing storage for storing original music reproduction start timing data indicative

of original music reproduction start timing during a period when the connection music is output;

a connection music output unit which outputs the connection music based on the audio data concerning the connection music;

an original music reproduction start timing monitor for monitoring original music reproduction start timing based on the original music reproduction start timing data during a period when the connection music is output;

an original music reproduction unit which begins reproduction of the original music while suppressing an output volume for the original music, upon arrival of original music reproduction start timing;

a main part start timing monitor for monitoring main part start timing based on the main part start timing data after reproduction of the original music was started; and

an original music volume controller for increasing an output volume for the original music upon arrival of the main part start timing.

30. A computer program for

outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto; and

outputting predetermined connection music during a period when the post-amble of the original music must be output.

31. A computer program for

outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

outputting predetermined connection music during a period when the preamble of the original music must be output.

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32.   A computer program for

outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto;

outputting at least a main part of second original music
5   containing a preamble and the main part subsequent thereto; and

outputting predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

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